BARTENDER'S GUIDE

ISSUED BY

THE Berner-Mayer Co.

CLEVELAND · NEW YORK · CHICAGO.

. . PREFACE. . .

We issue the Illustrated Official Guide, Gratis
to the

Bartenders of the United States.

The Receipts and Rules in this guide have been put to
practical use and adopted by proprietors
of all

FIRST-CLASS BAR AND BILLIARD ROOMS.

Read carefully our advertisements contained in this book.
Our Illustrated Catalogue and Price List of Beer
Pump Apparatus will be mailed **Post**
Paid to any address on
application.

PRESS OF
THE F. W. ROBERTS CO.
CLEVELAND.

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BARTENDER'S GUIDE.

Absinthe Cocktail.

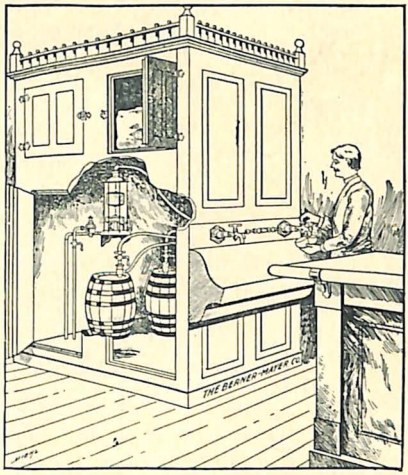
[Use a large bar glass.]

FILL the glass with shaved ice; 4 dashes of gum syrup; 1 dash of bitters; 1 dash of anisette; ⅓ wine glass of water; ¾ wine glass of absinthe; shake thoroughly, strain in a fancy cocktail glass, add lemon peel and serve.

Archbishop.

[Use a large bar glass.]

¾ tablespoonful powdered sugar; ½ wine glass of water; 2 slices of lemon; 1 wine glass of port; 2 dashes of rum; fill with fine ice, trim with fruit, sip with straws.



Ale Sangaree.

[Use large bar glass.]

1¼ teaspoonfuls fine sugar; water to dissolve the sugar; fill with ale, grate nutmeg on top and serve. The ale must be medium warm. Only old or new ale may be used.

Apple-Jack Fix.

[Use large bar glass.]

¾ glass of shaved ice; ¾ tablespoonful of powdered sugar dissolved in ½ wine glass of seltzer or vichy water; ¾ pony of pine-apple syrup; ¼ wine glass of apple-jack; stir, trim with fruits and serve with straw.

Apple-Jack Cocktail.

[Use large bar glass.]

4 dashes of gum syrup, 4 dashes of raspberry syrup, 1 wine glass of apple-jack. Fill with shaved ice, shake, strain into cocktail glass, add a twist of lemon peel, trim with fruit in season.

Arrack Punch.

[Use large bar glass.]

Arrack is a liquor distilled from rice, and is used mostly to flavor punch. 1 teaspoonful of sugar dissolved in water, 2 dashes of lemon juice, 1 wine glass of arrack. Fill glass half full of ice, shake well, trim with fruits, serve with straws.

Arkwood Cocktail.

Angustora bitters 2 dashes, gum 2 dashes, ½ sherry ½ vermouth.

'Alf and 'Alf.

[Use large ale glass.]

U. S.—Half old ale, half new ale.

English—Half porter and half ale.

Brandy Daisy.

[Use small bar glass.]

4 dashes of gum syrup, juice of half lemon, 2 dashes of orange cordial, 1 wine glass of brandy. Fill glass with ice, mix well, strain, and fill with seltzer or appollinaris.

Brandy Fix.

[Use small bar glass.]

½ tablespoonful of sugar dissolved in ½ glass of seltzer, ¼ of a lemon, ½ pony of pine-apple syrup. Fill with shaved ice, a wine glass of brandy, mix well, trim with fruits, sip with straws.

Brandy Flip.

[Use a large bar glass.]

Glass half full of fine ice, 1 fresh egg, ½ tablespoonful of sugar, 1 wine glass of brandy. Shake well, strain into a fancy glass, grate nutmeg on top.

Brandy Punch.

3 teaspoonsful of fine sugar in just enough water to dissolve, 1 dash of raspberry syrup, juice of half a lemon, fill the glass with fine ice, 1 dash of rum, 1½ glass of brandy, 2 slices of orange, piece of pine-apple, shake, trim with fruit, sip with straws.

Burnt Brandy and Peach.

[Use small bar glass.]

An excellent remedy for diarrhoea, 2 teaspoonsful of sugar, 1 wine glass of brandy, burn the above together in a dish, 3 slices of dried peach. Put the slices of peach in a glass and pour the burned liquid over, grate a little nutmeg on top.

Brandy Sling.

[Use hot-water glass.]

1 lump of sugar dissolved in hot water, 1 wine glass of brandy. Fill glass with hot water, grate nutmeg on top.

A cold sling is made by using ice and water for the hot.

Brandy and Rum Punch.

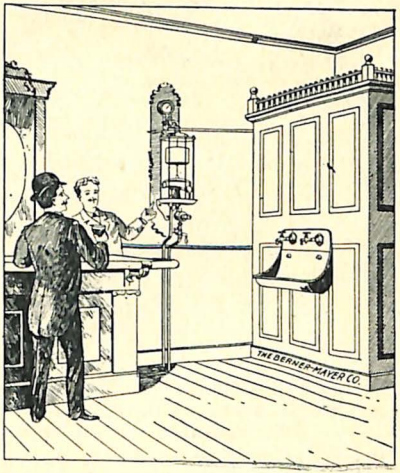
[Use large bar glass.]

½ wine glass of rum, ½ wine glass of Cognac brandy, 1 tablespoonful of sugar, juice of ¼ of a lemon, ¾ wine glass of hot water. Shake well, grate nutmeg on top.

Brandy Julep.

[Use large bar glass.]

1 tablespoonful of powdered sugar dissolved in ½ wine glass of water, 4 sprigs of mint pressed in the sugar and water, 1½ wine glass of brandy. Fill with ice, put the sprigs of mint in with the stems down, so as to allow the leaves to fringe the top of the glass, 1 dash of Jamaica rum, sprinkle fine sugar on top, trim with fruit, serve with straws.



No. 2 Brandy.

[Use large bar glass.]

5 dashes gum syrup, 2 dashes maraschino, juice of a lemon, 1 wine glass of brandy, 3 small lumps of ice, fill with plain soda, mix, remove the ice.

Baby Burns.

One teaspoonful of benedictine, teaspoonful of vermouth, Scotch whiskey.

USHER—Lump of ice, squeeze lemon peel and serve.

Brandy Sangaree.

[Use small bar glass.]

Fill the glass half full of ice, 1 teaspoonful of sugar, ½ wine glass of water, 1 wine glass of brandy, mix well, 1 dash of port wine, grate nutmeg on top.

Brandy Sour.

[Use large bar glass.]

2 teaspoonfuls of fine sugar, 3 dashes of lemon juice, 1 squirt of seltzer. Mix the above well, fill the glass with ice, 1 wine glass of brandy, shake well, strain into a sour glass, trim with a slice of lemon.

Brandy and Ginger Ale.

[Use large bar glass.]

Several lumps of cracked ice, 1 wine glass of brandy, 1 bottle of ginger ale. Mix thoroughly, taking care that the ale does not foam over the top of the glass.

Brandy Smash.

[Use small bar glass.]

2 teaspoonfuls of fine sugar, 1 tablespoonful of water, 4 sprigs of mint pressed to bring out the flavor, 1 wine glass of brandy, fill ⅔ full of ice, mix well, trim with slices of orange and fruit.

Brandy Toddy.

[Use small bar glass.]

1 teaspoonful of fine sugar dissolved in water, 1 wine glass of brandy, 2 lumps of ice, stir with a spoon and serve.

Hot brandy toddy can be made by leaving out the ice and using hot water.

Buffalo.

[Use small punch glass.]

2 or 3 lumps of ice, 1 dash lemon juice, 1 drink of whiskey, 1 slice of orange and stir with seltzer.

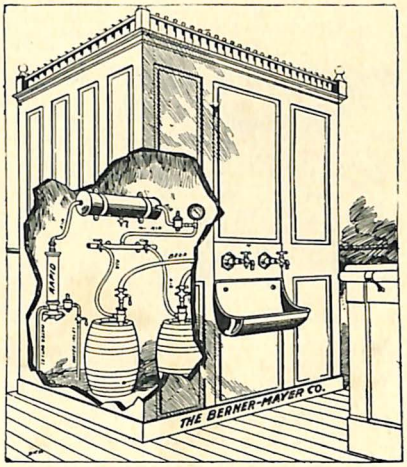
Bismarck Cocktail.

Orange bitters, gum, maraschino, gin and vermouth.

Brandy Cocktail.

[Use small bar glass.]

3 dashes of gum syrup, 3 dashes of bitters, 1 wine glass of brandy, 1 dash of curacao. Fill glass half full of fine ice, and stir well, strain into a cocktail glass, add a twisted piece of lemon peel.



Bottle of Brandy Cocktail.

⅔ quart of brandy, ⅓ quart of water, 1 pony of bitters, 1 wine glass of gum syrup, ½ pony of curacao. Mix and bottle securely well.

Brandy Soda.

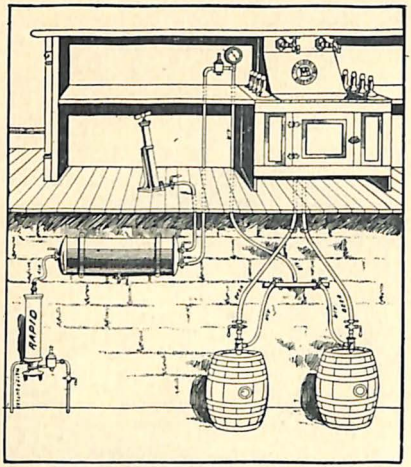
[Use large bar glass.]

A delicious summer drink and excellent bracer. ¼ glass of broken ice, 1 wine glass of brandy, 1 bottle of plain soda. See that the soda does not foam out of the glass, stir well with a spoon.

Bimbo Punch.

[Use bar glass.]

1 tablespoonful of fine sugar mixed in water, 2 dashes of lemon juice, 1 wine glass of Cognac brandy. Fill the glass half full of shaved ice, mix well, trim with fruits and sip with straws.



B. B. C. Pousse Cafe.

[Use sherry glass.]

¼ glass of raspberry syrup, ¼ glass of maraschino, ¼ glass of vanilla ¼ glass of red curacao, ¼ glass yellow chartreuse, ¼ glass brandy. Keep each liquor in layers.

Brandy and Gum.

[Use small bar glass.]

3 dashes of gum syrup, small lump of ice. Put a spoon in the glass and set out a bottle of brandy for customer to fill.

Hot Coffee Punch.

[Use Tom and Jerry cup.]

Beat one egg well mixed with one cream pitcher of cream, add 1 drink of brandy and pour in boiling coffee, stir well and serve.

Claret Cup.

[Use large bar glass.]

2 wine glasses of claret, ½ wine glass of cold water, 1 teaspoonful of fine sugar, ¼ teaspoonful of fine cinnamon, cloves and allspice, stir thoroughly, 1 piece of lemon peel.

LORD SALTOUN'S STYLE.

1 piece of lemon peel, 1 teaspoonful of powdered sugar, 3 dashes of sherry, 2 wine glasses of claret, 1 wine glass of soda water, stir and strain well.

Claret Cobbler.

[Use large bar glass.]

1 teaspoonful of powdered sugar dissolved in ¼ wine glass of water, fill glass with fine ice, 2 wine glasses of claret, trim with fruits, sip with straws.

Cold Punch.

[Use large bar glass.]

1 pony of arrack, 1 pony of port wine, 1 pony of water, 1⅜ tablespoonful of sugar, juice of ⅛ of a lemon. Fill glass with ice, stir with spoon.

Cold Whiskey Sling.

[Use small bar glass.]

1 teaspoonful sugar dissolved in ½ glass of water, 3 pieces of ice, 1 wine glass of whiskey. Stir well, grate nutmeg on top.

Curacao Punch.

[Use large bar glass,]

3 teaspoonfuls of powdered sugar, juice of ¼ of a lemon, ½ wine glass of water. Stir well with a spoon, fill glass with fine ice, ¾ wine glass of brandy, 1 pony of red curacao, ½ pony of Jamaica rum, mix well, dress with fruits, sip with straws.

Champagne Cocktail.

[Use Champagne goblet.]

1 lump of sugar, 1 dash of bitters, 1 piece of lemon peel, 1 slice of orange, ½ glass of shaved ice, fill with champagne, mix well.

Century Club Punch.

[Use large bar glass.]

⅜ pony of Jamaica rum, 1 pony of Santa Cruz rum, 2 teaspoonfuls of fine sugar, juice of half a lemon, 1 wine glass of water, fill with ice, mix, trim with fruits, sip with straws.

Catawba Cobbler.

[Use large bar glass.]

1 teaspoonful of fine sugar, 1 tablespoonful water, fill with fine ice, 2 wine glasses of Catawba wine, shake well, trim with berries and serve with straws.

Claret Punch.

[Use large goblet.]

Fill goblet half full of ice, 1½ ponies of brandy, 2 teaspoonfuls of powdered sugar, fill with claret, mix well, trim with fruit.

Champagne Julep.

[Use champagne julep glass.]

1 lump of sugar, 1 sprig of mint squeezed to bring out the flavor, fill the glass with champagne slowly stirring as you pour in. Trim with berries, serve quick.

Claret Punch.

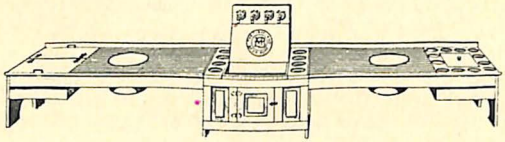
[Use large bar glass.]

1½ tablespoonfuls of fine sugar, 2 slices of lemon, 2 slices of orange, fill glass with shaved ice, pour in claret till glass is full, shake well, trim with fruits, serve with straws.

Champagne Cobbler.

[Use large bar glass.]

3 teaspoonfuls of fine sugar dissolved in ¼ wine glass of water, 2 thin slices of orange, 1 piece of twisted lemon peel, fill the glass one-half full of ice, 1⅓ wine glass of champagne. Mix with spoon, trim with fruits, serve with straws.



Col. Lamb Sour.

1 teaspoonful of powdered sugar, 4 dashes of lemon juice, 4 dashes of pineapple juice, Santa Croix rum.

Egg Sour.

[Use large bar glass.]

1 tablespoonful of fine sugar, several small lumps of ice, juice of 1 lemon.

Egg Milk Punch.

[Use large ale glass.]

1 egg, 3 teaspoonfuls of fine sugar, fill glass half full of ice, 1 wine glass of brandy, 1 pony St. Croix rum, fill the glass with milk, shake well, strain into a large bar glass, serve with a little grated nutmeg.

Egg Nogg.

GENERAL GRANT STYLE.

[Use large bar glass.]

2 teaspoonfuls of powdered sugar, 1 egg, 4 small pieces of ice. Fill the glass with cider, mix well.

Egg Nogg for Party.

[Use large punch bowl.]

Same as the "Imperial" egg nogg, multiplying the quantity of each by the number of persons to be served.

Egg Lemonade.

[Use large bar glass.]

1 tablespoonful fine sugar, 1 egg, 5 dashes of lemon juice, ¾ glass of shaved ice. Fill with water, stir well, strain into large bar glass.

Plain Egg Nogg.

[Use a large bar glass.]

1 tablespoonful of sugar, 1 egg, 1 wine glass of whiskey, ½ glass of shaved ice. Fill the glass with milk, shake well, strain, grate nutmeg on top.

Fancy or Imperial Egg Nogg.

[Use large bar glass.]

1 tablespoonful of sugar, 1 tablespoonful of cold water, 1 egg, ½ glass of fine ice, 1 wine glass of fine brandy, 1 pony of rum, shake well, strain into a large bar glass, grate nutmeg on top.

Fancy Whiskey Smash.

[Use large bar glass.]

2 teaspoonfuls of sugar, ½ glass of water, 3 sprigs of mint, pressed. Fill with shaved ice, 1 wine glass of whiskey, stir well, trim with fruit.

Forest City Cooler.

[Use Tom Collins' glass.]

2 or 3 lumps of ice, rind of a whole lemon, 1 drink of whiskey, and stir with bottle of imported ginger ale.

Fancy Gin Cocktail.

[Use small bar glass.]

3 dashes of gum syrup, 3 dashes of bitters, Angostura, 1 wine glass of gin, 1 dash of curacao, 1 piece of orange peel. Fill glass half full of ice, mix, strain into a fancy glass, the edge of which is rubbed with lemon, add a piece of lemon peel.

Gin Straight.

[Use whiskey glass.]

Hand the glass, with a small piece or two of ice to the customer, with the bottle of gin.

Gin Toddy.

[Use whiskey glass.]

¾ teaspoonful of fine sugar, ⅓ wine glass of water, 2 lumps of ice, 1 wine glass of gin and mix.

Gin Sling.

[Use small bar glass.]

1 lump of loaf sugar, enough water to dissolve the sugar, 2 pieces of ice, 1 wine glass of malt gin, stir, grate nutmeg on top.

Gin Punch.

[Use large bar glass.]

1½ tablespoonfuls of sugar, a pony of seltzer to dissolve the sugar, 1 tablespoonful of raspberry syrup, fill with fine ice, juice of one-half lemon, 1 slice of orange, 1 piece of pine-apple, 1½ glass of gin, stir well, trim with fruits and serve with straws.

Gin Sour.

[Use small bar glass.]

3 teaspoonfuls of sugar, 1 squirt of seltzer water, 4 dashes of lemon juice, ⅔ glass of ice, 1 wine glass of gin. Mix well, strain into a sour glass, add a thin slice of lemon.

Gin Smash.

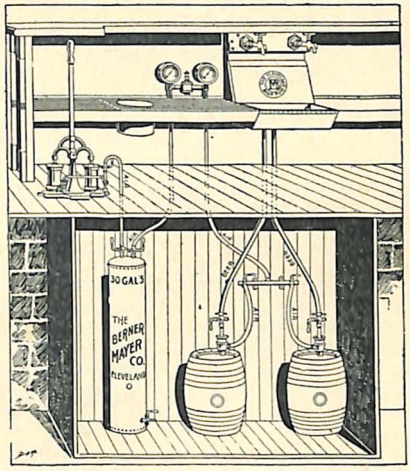
[Use large bar glass.]

2 teaspoonfuls of sugar, 1 tablespoonful of water, 3 sprigs of mint, pressed to extract the essence, ½ glass of ice, 1 wine glass of Imperial gin. Mix well, strain into a sour glass, trim with slices of orange and berries.

Golden Slipper.

[Use wine glass.]

½ wine glass of yellow chartreuse, yolk of 1 egg, ½ wine glass of Danziger goldwasser. Don't let the yolk of the egg run into the liquors.



Gin Fizz.

[Use large bar glass.]

2 teaspoonfuls of sugar, 4 dashes of lemon juice, fill the glass half full of fine ice, 1 wine glass of gin. Mix well and strain into a lemonade or fizz glass. Fill with vichy and serve quick.

Gin and Molasses.

[Use whiskey glass.]

Cover the bottom of the glass with gin, one tablespoonful of molasses. Let customer help himself to gin. Mix with a spoon. Clean the glass after the drink with hot water.

Gin and Pine.

[Use whiskey glass.]

Put 3 ounces of splinters from the heart of a green pine log into a bottle of gin, steep 2 hours. Put a lump of ice into the glass and hand out the bottle for the customer to help himself.

Gin Sangaree.

[Use small bar glass.]

⅓ teaspoonful of sugar, water to dissolve same, 2 lumps of ice, 1 wine glass of gin, stir well, dash with sherry or port.

Glasgow Punch.

[Use large bar glass.]

1½ tablespoonfuls of fine sugar, 1½ wine glass of ice water, ½ wine glass of Jamaica rum, stir well. Rub the edge of a fizz glass with lemon, strain the liquid into the same, add a drop of lemon juice.

Harry Jennings.

Port and brandy, half and half, teaspoonful of sugar, 1 egg, shaved ice, shaken and strained. Serve in gin fizz glass, nutmeg on top.

Harvard Cocktail.

1 or 2 dashes Bakers' or Angustora bitters, 2 dashes of orange curacao, ½ jigger of vermouth, ½ jigger sherry, add ice and strain in cocktail glass, squeeze lemon rind.

Hot Irish Punch.

[Use hot water glass.]

2 lumps of sugar, 2 dashes of lemon juice, enough hot water to dissolve the above. Mix well, add 1 slice of lemon and a little nutmeg.

Imperial Punch.

[Use large bar glass.]

2 teaspoonfuls of sugar, 1 gill of claret, 1 wine glass of soda water, 1 shake of nutmeg.

Imperial Punch.

[Use large bar glass.]

2 teaspoonfuls of sugar, 1 gill of claret, 1 wine glass of soda water, 1 shake of nutmeg, 1 dash of maraschino, slice of cucumber. Fill with ice, mix well, serve with straws.

Italian White Lemonade.

[Use large bar glass.]

2 teaspoonfuls of fine sugar, water to dissolve, 4 squirts of raspberry syrup, 2 squirts of orange syrup, 5 squirts of lemon juice. Fill glass ⅔ full of shaved ice, 1 wine glass of sherry, fill with water, stir well, trim with fruit, serve with straws.

Jamaica Rum Sour.

[Use large bar glass.]

2 teaspoonfuls of fine sugar, dash of seltzer, 4 dashes of lemon juice, fill the glass ⅔ full of fine ice, 1 wine glass of Jamaica rum. Mix well, strain into a sour glass, trim with fruit and serve.

John Collins.

[Use largest size bar glass.]

1 teaspoonful of fine sugar, 6 dashes of lemon juice, 1 wine glass of gin, ½ dozen lumps of ice, 1 bottle of soda, mix well and take out the spoon.

"J. H. B."

[Use cocktail glass.]

Vermouth and whiskey frapped.

Kentucky Toddy.

1 drink of whiskey, I small lump of ice, 1 or 2 dashes curacao, rind of orange, and add nutmeg. Use whiskey glass.

Kirschwasser Punch.

[Use large bar glass.]

3 teaspoonfuls of fine sugar, 2 dashes of lemon juice, 3 dashes of yellow chartreuse, water to dissolve, ¾ glass of ice, 1 glass of kirschwasser. Mix well, trim with fruit, serve with straws.

Life Saver.

[Use small punch glass.]

2 or 3 small lumps of ice, 2 or 3 dashes of lemon and orange juice, very little sugar, ½ jigger of gin, ½ jigger of vermouth. Stir well with seltzer.

Mikado Cocktail.

[Use small bar glass.]

1 teaspoonful of orgeat syrup, 1 dash of bitters, 2 pieces of lemon peel. Fill the glass half full of ice, 1 wine glass of brandy. Mix well, strain into a cocktail glass.

Montauk Cocktail.

Orange bitters, dash of chartreuse, dash of gum, gin and vermouth.

Molitor's Lloyd.

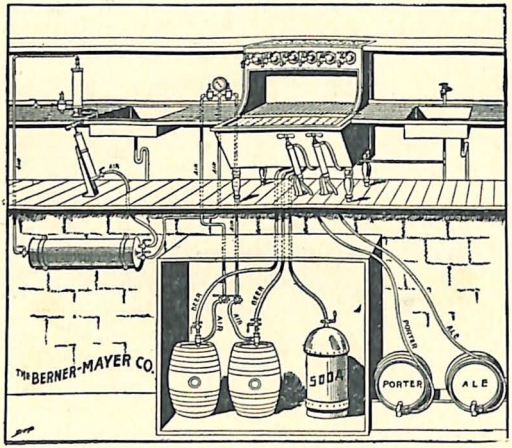
[Use Tom Collins' glass.]

Take the juice of ¼ orange and lemon, 1 teaspoonful of sugar, drink of whiskey, 2 or 3 lumps of ice, 1 bottle of delatour soda.

Medford Rum Sour.

[Use large bar glass.]

2 teaspoonfuls of sugar, 4 dashes of lemon juice, 1 squirt of seltzer, ½ glass of shaved ice, 1 wine glass of Medford rum. Mix well, strain into a sour glass, trim with fruit.



Milk Punch.

[Use large bar glass.]

3 teaspoonfuls of sugar, enough water to dissolve the sugar. ⅓ glass of shaved ice, 1 wine glass of brandy, ½ wine glass of St. Croix rum, 1 dash of Jamaica rum. Fill with milk, mix well, strain into a fancy bar glass, grate nutmeg on top.

Mulled Claret.

1 lump of loaf sugar, 4 dashes of lemon juice, ½ teaspoonful of fine allspice, ¼ teaspoonful of fine cinnamon, ¼ teaspoonful of fine cloves, 2 wine glasses of claret. Place in a dish, boil 2 minutes, mixing all the time, strain into a large glass and serve with nutmeg on top.

Mulled Claret, No. 2.

[Use large bar glass.]

3 lumps of sugar, 2 dashes of lemon juice, 1 dash of lime juice, 1 teaspoonful of ground cloves, allspice and cinnamon, 2 wine glasses of claret. Heat a poker red-hot and stick it into the liquid till it boils, strain and serve.

Manhattan Cocktail.

[Use small wine glass.]

3 dashes of gum syrup, 3 dashes of bitters, ½ pony of whiskey, 1 pony vermouth, mix well.

NO. 2, SAME.

[Use small bar glass.]

2 dashes of curacao, 2 dashes of bitters, ½ wine glass of whiskey, ½ wine glass of Italian vermouth. Fill with fine ice, mix well, strain into a cocktail glass.

Medford Rum Punch.

[Use large bar glass.]

3 teaspoonfuls of sugar, 3 dashes of lemon juice, water to dissolve the above, fill with fine ice, 1¼ wine glass of Medford rum, 1 dash of Jamaica rum. Mix well, trim with fruits, serve with straws.

Medford Rum Smash.

[Use large bar glass.]

2 teaspoonfuls of sugar, water to dissolve the sugar, 3 sprigs of mint pressed, ½ glass of shaved ice, 1 wine glass of Medford rum. Mix well, strain into a sour glass, add a sprig of mint.

National Guard Punch.

[Use large bar glass.]

1 tablespoonful of sugar, juice of half a lemon, 2 dashes of raspberry syrup. Fill the glass with shaved ice, 1 wine glass of brandy, 1 wine glass catawba. Stir well, trim with fruits, dash with Jamaica rum and serve with a straw.

Old Tom Gin Cocktail.

[Use large bar glass.]

3 dashes of gum syrup, 2 dashes of bitters, 2 dashes of curacoa or absinthe fill with shaved ice, 1 wine glass of gin. Mix well, strain into a cocktail glass, a piece of lemon peel on top.

Orgeat Lemonade.

[Use large bar glass.]

2 teaspoonfuls of sugar, 1 wine glass of orgeat syrup, juice of half a lemon, ⅔ glass of shaved ice. Fill with water, stir well, trim with fruit, serve with straws.

Orgeat Punch.

[Use large ale glass.]

1¼ teaspoonfuls of orgeat syrup, juice of half a lemon, fill with shaved ice, 1½ wine glass of brandy. Stir well, dash with port wine, trim with fruit.

Orange Punch.

The juice of 3 or 4 oranges, the peel of 1 or 2 oranges, ¾ pound lump sugar, 3½ pints boiling water. Infuse half an hour, strain, add ½ pint of porter, ¾ to 1 pint each rum and brandy (or either alone 1½ to 2 pints), and add more warm water and sugar if desired weaker or sweeter. A liqueur glass of curacao, noyau or maraschino improves it. A good lemon punch may be made by substituting lemons instead of oranges.

Orchard Punch.

[Use large bar glass.]

2 tablespoonfuls of orchard syrup, 1 pony of pine-apple syrup, water to dissolve. Fill the glass with fine ice, 1 wine glass of California brandy, mix well, dash with port wine, trim with fruit, serve with straws.

Peach Blow Fizz.

[Use large fizz glass.]

Make a plain fizz (old Tom gin), add 3 or 4 raspberries mashed, ½ drink of cream and stir with seltzer.

Pousse Cafe.

[Use sherry glass.]

¼ maraschino, ¼ curacao, ¼ green chartreuse, ¼ brandy. Keep the liquors in different layers.

Pousse Cafe.

[Use small wine glass.]

⅓ glass of curacao, ⅓ glass of kirschwasser, ¼ glass of chartreuse. Keep in divided layers.

Pony Brandy.

[Use pony glass]

Fill the pony glass with best brandy and serve.

Port Wine Cobbler.

[Use large bar glass.]

2 teaspoonfuls of sugar, 1 pony of orchard brandy, water to dissolve the above. Fill the glass with shaved ice, 1½ wine glass of port wine, mix well, trim with fruit, and serve with straws.

Port Wine Punch.

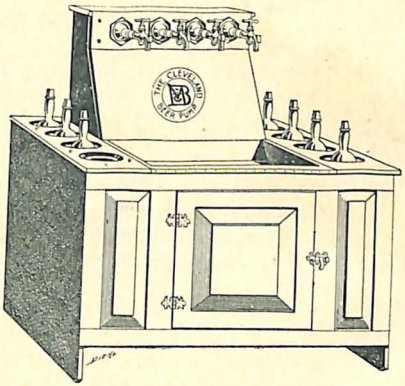
[Use large bar glass.]

2 teaspoonfuls of fine sugar, 2 teaspoonfuls of orchard syrup, 2 dashes of lime juice, enough water to dissolve the above. Fill the glass with fine ice, 1½ wine glasses of port wine, mix well, trim with fruits, serve with straws.

Port Wine Sangaree

[Use small bar glass.]

1 teaspoonful of fine sugar dissolved in a little water, 3 small lumps of ice, 1½ wine glasses of port wine. Mix, remove the ice, grate nutmeg on top.



Pousse L'Amour.

[Use sherry glass.]

¼ glass of maraschino, yolk of an egg, ¼ glass of vanilla cordial, ¼ glass of brandy. To be kept in separate layers, serve.

Pousse Cafe, French.

[Use sherry glass.]

5 drops of raspberry syrup, ¼ glass of maraschino, ¼ glass of curacao, ¼ glass of chartreuse, ¼ glass of brandy. Keep the layers apart.

Philadelphia Boating Punch.

[Use large bar glass.]

1 tablespoonful of fine sugar, 2 dashes of lemon juice, 2 dashes of lime juice, water to dissolve the above. Fill the glass with fine ice, 1 wine glass of St Croix rum, 1 pony of brandy. Mix well, trim with fruit and serve with straws.

Rickey.

Take ½ of a lime and squeeze it into a goblet half filled with ice, add one drink of whiskey and stir with seltzer.

Rickey Punch.

Take punch glass and squeeze therein the juice of a small lime, 1 teaspoonful of sugar and stir with a little seltzer. Fill the glass with ice and ½ jigger of brandy or whiskey and ½ Santa Conze rum, top off with a little port, decorate and serve with straws.

Rickey.

Squeeze the juice of one lime, cut in halves after squeezing the limes, drop one-half of the fruit in a glass, serve with a spoon and a lump of ice. Place before the customer with a bottle of whiskey, gin or any liquor called for.

Rum Daisy.

[Use small bar glass.]

3 dashes of gum syrup, juice of half a lemon, 2 dashes of orange cordial, fill the glass half full of water, 1 wine glass of rum. Mix well, strain, fill up with seltzer.

Remison Cooler.

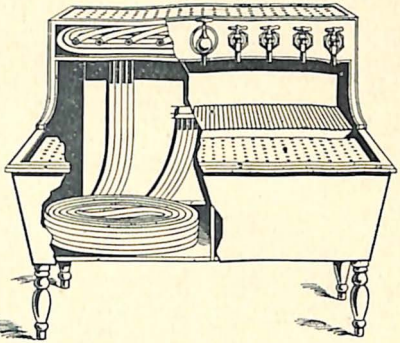
[Use Tom Collins' glass.]

Rind of a whole lemon, 2 or 3 lumps of ice, 1 drink of gin and stir up with a bottle of plain soda.

Rum Cooler.

[Use punch glass.]

Take whole rind of lemon, fill glass with shaved ice, 1 bar spoon of powdered sugar, 1 jigger of Jamaica rum. Stir well, and top off with brandy and decorate, serve with straws.



Remison Cooler.

Take a lemon and peel entirely without breaking the peel, put in a large shell glass with lump of ice and spoon and bottle of soda, serve with a bottle of Tom gin.

Saratoga Sour.

[Use small punch glass]

1 or 2 lumps of ice, 1 small bar spoon of sugar, 1 small bar spoon of lemon, add drink of whiskey and fill up with seltzer.

Soda Cocktail.

1 teaspoonful of sugar, 3 dashes of bitters, 1 slice of orange, half dozen pieces of ice, 1 bottle of lemon soda. Mix well, serve quick.

Soda Lemonade.

[Use large bar glass.]

1 tablespoonful of sugar, 4 dashes of lemon juice, half dozen lumps of ice, 1 bottle of plain soda. Mix well, take out the ice, done.

Sherry Egg-Nogg, La Mode.

2 teaspoonfuls of sugar, 1 egg. fill the glass with fine ice, 1 pony of brandy, 1 wine glass of sherry wine. Mix well, strain into a bar glass, grate nutmeg on top.

Stone Wall.

[Use large bar glass.]

1 teaspoonful of sugar, 6 small lumps of ice, 1 wine glass of whiskey, 1 bottle of plain soda, mix, remove the ice and serve quick.

You can use Cognac brandy in place of whiskey and the sugar left out.

Sherry Wine Punch.

[Use large bar glass.]

1 tablespoonful of sugar, 2 dashes of lemon juice, 2 dashes of orange juice, fill the glass with fine ice, 3 wine glasses of sherry. Mix well, trim with fruit and serve with straws.

Star Cocktail.

[Use whiskey glass]

1 lump of ice, 1 or 2 dashes of Angustora bitters, lemon peel, ½ drink of vermouth, ½ drink of apple jack.

Sheridan.

Make appolinaris lemonade with whiskey floated.

Sweet 16 Cocktail.

Orange bitters, gum, French vermouth, Russian kuemmel.

Star Cockatil.

2 dashes Angustora bitters, gum, apple jack, vermouth.

Silver Fizz.

[Use large bar glass.]

2 teaspoonfuls of sugar, 4 dashes of lemon or lime juice, white of 1 egg. Fill the glass with fine ice, 1 wine glass of Old Tom gin. Mix well, strain into a fizz glass, fill with syphon vichy, mix and serve quick.

Sherry Egg-Nogg.

[Use large bar glass.]

1 tablespoonful of powdered sugar dissolved in water, 1 egg, ¼ glass of fine ice, 2 wine glasses of sherry wine. Fill the glass with milk, mix well, grate nutmeg on top.

Sherry and Bitters.

[Use sherry glass.]

1 dash of bitters, twist the glass until the bitters cover the whole inside. Fill with sherry.

Santa Cruz Sour.

[Use large bar glass.]

1 tablespoonful of powdered sugar, juice and skin of ¼ of a lemon, ½ wine glass of water, ⅔ glass of ice, 1 wine glass of Santa Cruz rum. Mix well, strain into a sour glass, serve with a slice of lemon.

St. Croix Rum Fizz.

[Use a large bar glass.]

½ tablespoonful of fine sugar, juice of half a lemon, 1 teaspoonful of white of egg, fill glass ⅔ full of shaved ice, 1 wine glass of St. Croix rum. Mix well, strain into a fizz glass, fill with seltzer, serve at once.

St. Croix Rum Punch.

[Use large bar glass.]

1 tablespoonful of sugar, 4 dashes of lemon or lime juice, 1 squirt of seltzer water, dissolve well, fill the glass with fine ice, 3 dashes of Jamaica rum, 1 wine glass of St. Croix rum. Mix well trim with fruit, serve with straws.

St. Croix Fix.

[Use large bar glass.]

2 teaspoonfuls of sugar, 3 dashes of lemon juice, ½ pony of pineapple syrup, water to dissolve the above. Fill the glass with fine ice, 1 wine glass of St. Croix rum, mix well, trim with fruit, serve with straws.

St. Croix Sour.

[Use large bar glass.]

2 teaspoonfuls of sugar, juice of half a lemon, dissolve the above in one dash of seltzer water, fill the glass half full of fine ice, 1 wine glass of St. Croix rum. Mix well, strain into a sour glass, serve with slice of lemon on top.

Sauterne Cobbler.

[Use large bar glass.]

¾ teaspoonful of sugar, ⅓ wine glass of orchard syrup. Stir the above in ¼ wine glass of water, fill glass with fine ice 2 wine glasses of sauterne, shake well and trim with fruits, sip with straws.

Sherry Flip.

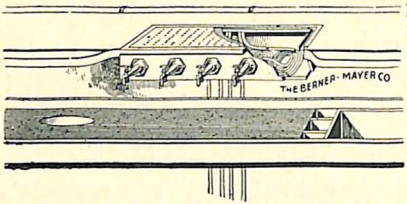
[Use large bar glass.]

2 teaspoonfuls of sugar, 1 egg, fill the glass half full of fine ice, 1½ wine glasses of sherry. Mix well, strain into bar glass, grate nutmeg on top.

Santa Cruz Fix.

[Use large bar glass.]

1 teaspoonful of powdered sugar, juice and skin of ¼ lemon, 1 dash of seltzer, fill the glass half full of fine ice, 1 wine glass of Santa Cruz rum. Mix well, trim with fruits.



Sauterne Punch.

[Use large bar glass.]

1½ tablespoonfuls of sugar, 2 slices of orange, 1 slice of lemon, fill with fine ice, fill the glass with sauterne. Mix well, trim with fruits, sip with straws.

Tyron Cocktail.

½ teaspoonful of powdered sugar, 2 dashes of orange bitters, little vermouth, Irish whiskey, lump of ice, lemon peel and serve.

Tom and Jerry.

[Use punch bowl.]

Take the whites of any quantity of eggs and beat to a stiff froth, add 1½ tablespoonfuls of powdered sugar for each egg. Beat the yolk of the eggs separate, stir together and beat to a stiff batter, add as much carbonate of soda as will cover a nickel. Mix frequently, so that the eggs will not separate.

How to Serve Tom and Jerry.

[Use mug.]

2 tablespoonfuls of the above mixture, 1 wine glass of brandy, 1 pony of Jamaica rum, fill with hot milk, mix well, pour from one cup to another, grate nutmeg on top.

No. 1 Tom Collins Gin.

[Use large ale glass.]

3 teaspoonfuls of powdered sugar, 4 dashes of lemon juice, ½ dozen lumps of ice, 1 wine glass of Old Tom gin, 1 bottle of plain soda water. Mix with spoon, take out the ice.

Cold Tom and Jerry.

[Use small bar glass.]

Prepare and serve as hot, only using cold water or milk.

No. 3 Whiskey.

[Use large bar glass.]

Mix same as a brandy Tom Collins, use whiskey in place of brandy.

Whiskey Fix.

[Use large bar glass.]

2 teaspoonfuls of powdered sugar, 3 dashes of lemon juice, water to dissolve, ½ pony of pine-apple syrup, ½ glass of fine ice, 1 wine glass of whiskey. Mix well, trim with fruits, serve with straws.

Whiskey Flip.

[Use large bar glass.]

2 teaspoonfuls of powdered sugar, 1 egg, well beaten, ½ glass of fine ice, 1 wine glass of whiskey. Mix well, strain into a fancy bar glass, grate nutmeg on top.

Whiskey Cocktail.

[Use bar glass.]

3 dashes of gum syrup, 2 dashes of bitters, 2 dashes of curacao, ¾ glass of fine ice, 1 wine glass of whiskey, strain into a cocktail glass and add a piece of lemon. The curacao may be left out.

Whiskey Crusta.

[Use large bar glass.]

Take the peeling whole from half a lemon and fit it into a wine glass, wet the edges of the glass with lemon juice and dip in fine sugar, 4 dashes of gum or orchard syrup, 1 dash of bitters, 2 dashes of lemon juice, 2 dashes of maraschino, ½ glass of fine ice, ¾ wine glass of whiskey. Mix well, strain into the wine glass, trim with fruit.

Whiskey Julep.

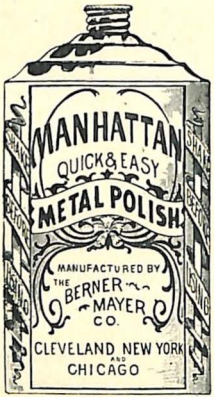
[Use large bar glass.]

2 teaspoonfuls of powdered sugar, ½ wine glass of water, 4 sprigs of mint rubbed in the sugar and water. Fill the glass with fine ice, 1 wine glass of whiskey, 1 dash of Jamaica rum. Mix well, fix the mint with stems down, trim with fruits, serve with straws.

Whiskey Sling.

[Use small bar glass.]

1 teaspoonful of powdered sugar, 1 wine glass of whiskey. For a hot sling fill the glass ⅓ full of boiling water and grate nutmeg on top. If a cold sling is wanted put in half a dozen small lumps of ice and half a wine glass of cold water and grate nutmeg on top.



Whiskey Smash.

[Use large bar glass.]

2 teaspoonfuls of fine sugar, water to dissolve the sugar, 4 sprigs of mint pressed to extract the flavor, ½ glass of fine ice, 1 wine glass of whiskey. Mix well, strain into a fancy glass and trim with fruits.

Whiskey Sour.

[Use large bar glass.]

2 teaspoonfuls of fine sugar, 5 dashes of lemon juice, ½ wine glass of seltzer. Fill the glass with fine ice, 1 wine glass of whiskey. Mix well, strain into a sour glass with a slice of lemon.

SIXTY-SIX.

INTRODUCTORY.

THE game of Sixty-six is usually played by two persons, with a pack of twenty-four cards; the twos, threes, fours, fives, sixes, sevens and eights being thrown out from a pack of fifty-two cards.

DEALING.

The players having cut for deal (see law 3) the pack is shuffled and the non-dealer cuts it. The dealer reunites the two packets, and gives six cards to each player by three at a time, commencing with his adversary. The thirteenth card, now at the top of the undealt cards, placed face upwards between the players, and the remainder of the pack (called the stock) is placed face downward by the trump card and slightly spread, so that the cards may be easily taken from it during the play.

The non-dealer now leads any card he pleases from his hand, without restriction as to suit or value. The two cards thus played constitute a trick. The highest card of the suit led wins the trick, the cards ranking, ace, (highest), ten, king, queen, knave, nine (lowest). Trumps win other suits. The winner of the trick places it face downward in front of himself. Tricks turned and quitted must not be looked at again during the play. This is the strict rule; but sometimes by previous agreement, each player is allowed to examine his own tricks.

The winner of the trick then draws the top card of the stock, his adversary the next card, the number of cards in hand being thus restored to six, as at first. The winner then leads to the next trick, his opponent plays to it and so on, alternately playing and drawing, until the stock is exhausted, or sixty-six is announced, or one of the players closes. The object of the play is to win counting cards in the tricks, and to declare marriages. Each player, for each card in the trick won by him, counts toward sixty-six as follows:

For an ace, 11; for a ten, 10; for a king, 4; for a queen, 3; for a knave, 2. The nine has no value.

Marriage consists of a king and queen of the same suit held in the hand of one player. A marriage can only be declared after winning a trick, and before leading again;

consequently the non-dealer cannot declare when he leads his first card.

Marriage is declared by showing the king and queen. A player having declared a marriage must then lead one of the declared cards. The immediate lead of a declared card being compulsory, it follows that only one marriage can be declared at a time. A declared marriage counts just the same, whether the card of it led wins the trick or not.

Marriage of trumps when declared counts forty; marriage when declared in plain suit counts twenty.

A player having won a trick, and drawing or holding the nine of trumps, may exchange it for the turn-up card at any time, whther he is the leader or not, unless it happens to be the bottom card of the stock, when the player drawing it must keep it. Nothing is counted for exchanging. Exchanging does not involve the necessity of closing.

As the hand proceeds, each player has to keep in mind the count made by tricks and marriages, both by his adversary and himself. No record of the count toward sixty six is allowed to be set up.

LAST SIX TRICKS.

When the stock is exhausted all but one card, the winner of the trick takes that card, his adversary the turn-up nine exchanged for it, and the play of the last six tricks commences. The rule of play now alters in one particular. The second player must follow suit, if able. (See law 17) It is not compulsory to win the trick. Marriages can still be declared. When the hand is thus played out to the end, the last trick of all (i. e., the twelfth trick,) counts ten toward sixty-six.

ANNOUNCING.

During the play of the hand, if either player by trick and marriage arrives at the count of sixty-six or more, he may announce it whenever he has the lead; the same if the hand is played out, and the addition of ten for the twelfth trick makes the winner of it sixty-six or more. When sixty-six is announced, whther correctly or not, hand is at an end, and the player announcing scores toward the game as follows:

Three points, if the adversary has no count that hand.

Two points if the adversary has counted less than thirty-three.

One point is the adversary has counted thirty-three or more. The game is seven points up. The points may be scored at Long Whist, or by means of a marking board.

It will be observed that the player first correctly announcing sixty-six wins, not the first arriving at sixty-six. It sometimes happens, more especially with beginners, that a player is sixty-six and is in doubt as to his exact score. If he plays on, his adversary may win a trick or two, and announce sixty-six first.

When the player announces sixty-six, the tricks may be examined to ascertain whether the announcement is correct. When sixty-six is annouced, whether correctly or not, no more cards are played, and counting cards in hand and unplayed are of no value. If incorrectly announced, Law 18 comes into operation. It is possible that the hand may be played out to the end without either player announcing, when no points are scored, and the deal passes to the adversary. In this case, whether by mistake in counting, or by both players counting sixty-five, it is sometimes ruled that the winner next hand may add one point to his score; but the practice is not recommended. Each hand should be distinct in itself.

CLOSING.

If, before the stock is exhausted, a player has winning cards enough in his hands to make sixty-six, he may close after winning a trick, and before leading again. Thus, a player having dealt him originally an ace, ten, king and queen of trumps, may lay them down and score three points, as these cards in themselves county sixty-eight, and the player holding them must win the first trick.

But closing generally takes place during the play of the hand. If a player who thinks he has winning cards enough in his hands, together with the count he has already made by tricks, or by tricks and marriages, to enable him to arrive at sixty-six or more, he may close whenever he has the lead. He signifies his intention by turning down the trump card. It follows from this that a player cannot close after the stock is exhausted. If when the trump card is turned down, either player who has won a trick holds the nine of trumps, he may exchange it before he plays to the next trick.

Some players permit closing by the original leader, when he has first to lead. If this rule prevails, a player holding the nine of trumps may exchange, notwithstanding that he has not won a trick.

The leader may close either before or after drawing from the stock. His adversary has no choice, but must follow the leader's example, and play either with or without drawing.

After the leader has closed, the drawing ceases, and the last five or six tricks (as the case may be) are played, following the rules of play of the last six tricks, except that there is no score for winning the last trick.

If the player closing makes sixty-six or more, he scores one, two or three points toward the game, according to his opponent's count. If the player closing fails to count sixty-six, or if his adversary wins a trick after the game is closed, and correctly announces sixty-six before the player closing announces sixty-six the adversary scores one point, if the closing player is thirty-three or more; two points if the closing player is less than thirty-three.

If a player closes before his opponent has won a trick, and fails to count sixty-six the opponent scores three points.

THREE-HANDED SIXTY-SIX.

The dealer gives the other two players each six cards, by three at a time, commencing at his left, but not to himself. When the hand is ended, he scores the same number of points as the winner; but the dealer cannot score beyond six in any hand. The deal passes in rotation to the left. The first deal is a slight advantage, as the dealer must score. The player who first makes seven wins, and leaves the other two to play to decide the loser. The loser plays the stake to each of the other players, and has the first deal next game. If, when the first player who is out has to deal next, he deals before retiring, otherwise the lead would be reversed to the other two players.

FOUR-HANDED SIXTY-SIX.

The sevens and eights are left in the pack. The players cut for deal, and for partners, as at Whist, except that the highest deals. The deal and play of the cards is conducted as at Whist, except that a player, unable to follow suit, must trump, if able, to head or win the trick, and when

the trumps are led the players must head the trick if possible. The trump card belongs to the dealer, and cannot be exchanged, and there is no marriage or closing. The counting cards in the tricks reckon the same as at sixty-six, and the winners of the last trick add ten to their score. If at the end of the hand the winners count sixty-six, and less than a hundred, they mark one point; if over a hundred and less than a hundred and thirty, two points; if they win every trick, three points. The side winning the ten of trumps scores a point at once.

LAWS OF SIXTY-SIX.

SHUFFLING.

1. Each player has a right to shuffle. The dealer has the right of shuffling last.

2. The pack must not be shuffled below the table, nor so that the faces of the cards can be seen.

CUTTING.

3. At least two cards must be cut, and at least two cards must be left in the lower packet. In cutting for deal, the person who cuts first should leave sufficient cards to enable the other to comply with the above provision. The highest sixty-six card deals, and has choice of cards and seats.

4. If more than one card is exposed in cutting for deal, the adversary may select which of the exposed cards he pleases, and treat it as the one cut. If a card is exposed in cutting to the dealer, there must be a fresh cut.

5. If the dealer exposes a card in reuniting the packets, or if there is any confusion of the cards, or if the dealer shuffles after the pack is cut, there must be a fresh cut.

DEALING.

6. The players deal alternately throughout the game.

7. If the dealer gives his adversary or himself too few cards, and the error is not discovered until after the trump card is turned up, the number must be completed from the stock. The non-dealer not having looked at his cards, may, if he prefers it, have a fresh deal. (See law 10, b.)

8. If the dealer gives himself or adversary too many cards and the error is not discovered until after the trump card is turned up, the player having too many

must not draw until his number is reduced to five. The non-dealer, not having looked at his card, may, if he prefers it, have a fresh deal. (See law 10, b.)

9. If a card is exposed in dealing, the adversary has the option of a fresh deal, the same dealer dealing again.

10. There must be a fresh deal:

(a) If the dealer deals without having the pack cut.

(b) If the dealer deals out of order (e. g., gives the wrong number of cards, the error being discovered before the trump card is turned up), or turns up two cards.

(c) If there is a faced card in the pack.

11. If a dealer deals out of turn, he may be stopped at any time before the trump card is turned; if not stopped the deal stands good.

PLAYING AND DRAWING.

12. If a player leads out of turn, or, having announced a marriage, leads a wrong card, there is no penalty. If the adversary plays to the card led, the error cannot be rectified.

13. If a player fails to draw when he ought, and plays another card, his adversary may allow the offender to draw and proceed with the game; or he may score one point and end the hand.

14. If a player draws out of his turn, and his adversary follows the draw, there is no penalty. If the adversary discovers the error before drawing, he may draw and proceed with the game; or he may score one point and end the hand.

15. If a player draws when he has six cards in his hands, his adversary may proceed with the game, and require the offender to play the next time without drawing, or he may score one point and end the hand.

16. If the player whose turn it is to draw first lifts two cards in drawing, his adversary may have them both turned face upwards and then choose which he will take. If the player whose turn it is to draw second lifts two cards, his adversary has the right to see the one improperly lifted, and at the next draw the two top cards are turned face upward, and the player not in fault may choose which he will take.

17. If, after the stock is exhausted, or there is a close, a player does not follow suit, when able, he can score no

point that hand, and his adversary marks two points; or three if the offender has no count toward sixty-six.

18. If a player announces sixty-six, and on examination it appears that he cannot count as much, his adversary scores two points, and the hand is ended.

19. The turned and quitted tricks must not be searched during the play of the hand.

INCORRECT PACKS.

20. If a pack is discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals and the cut for deal stand good.

DRAW POKER.

RULES FOR PLAYING.

By the Hon. Robert C. Schenck.

Envoy Extraordinary and Minister Plenipotentiary of the United States of America, near Her Majesty, the Queen of Great Britain and Ireland.

The deal is of no special value, and anybody may begin.

The dealer, beginning with the person at his left, throws around five cards to each player, giving one card at a time.

The dealer shuffles and makes up the pack himself; or it may be done by the player at his left, and the player at his right must cut.

To begin the pool, the player next to the dealer on his left must put up money which is called the "Ante;" and then in succession each player, passing around to the left, must, after looking at his hand, determine if he goes in or not; and each person deciding to play for the pool must put in twice the amount of the ante. Those who decline to play throw up their cards face downwards on the table and per consequence in front of the next dealer.

When all who wish to play have gone in, the person putting up the ante can either give up all interest in the pool, thus forfeiting the ante that has been put up, or else can play like the others who have gone in, by "making good"; that is, putting up in addition to the ante as much more as will make him equal in stake to the rest.

If a number of players have gone in, it is best generally for the anteman to make good and go in, even with a poor hand, because half of his stake is already up, and he

can therefore stay in for half as much as the others have had to put up, which is a percentage in favor of his taking the risk. This, of course, does not apply if any one has "raised"; that is, more than doubled the ante before it comes around to the starting point.

Any one at the point of going in, must put up as much as double the ante, and may put up as much more as he pleases, by way of "raising" the ante, in which case every other player must put up as much as will make his stake equal to such increase, or else abandon what he has already put in.

Each player, as he makes good and equals the others who are in before him, can thus increase the ante if he chooses, compelling the others still to come up to that increase or to abandon their share in the pool.

All "going in" or "raising" of the pool, as well as all betting afterward, must be in regular order, going around by the left; no one going in, making good, increasing the ante, or betting, except in turn.

When all are in equally who intend to play, each player in turn will have the privilege of drawing; that is, throwing away any number of his five cards and drawing as many others, to try thus to better his hand. The cards thus thrown up must be placed face downwards on the table, and for convenience, in front of or near the next dealer.

The dealer, passing around to the left, will ask each player in turn how many cards he will have, and deal him the number asked for from the top of the pack, without their being seen. The dealer, if he has gone in to play for the pool, will in like manner help himself last.

The players must throw away their discarded cards before taking up or looking at those they draw.

In the game every player is for himself and against all others, and to that end will not let any of his cards be seen, nor betray the value of his hand by drawing or playing out of his turn, or by change of countenance or any other sign. It is a great object to mystify your adversaries up to the "call," when hands have to be shown. To this end it is permitted to chaff or talk nonsense, with a view of misleading your adversaries as to the value of your hand; but this must be without unreasonably delaying the game.

When the drawing is all complete, the betting goes around in order, like the drawing, to the left. The ante-man is the first to bet, unless he has declined to play; and in that case the first to bet is the player nearest the dealer on his left. But the player entitled to bet first may withhold his bet until the others have bet around to him, which is called "holding the age"; and this being an advantage, should as a general rule be practiced.

Each bettor in turn must put into the pool a sum equal at least to the first bet made; but each may in turn increase the bet, or raise it, as it comes to him; in which case the bets, proceeding around in order, must be made by each player in his turn equal to the highest amount put in by any one; or else, failing to do that, the party who fails must go out of the play, forfeiting his interest in the pool.

When a player puts in only as much as has been put in by each player who has preceded him, that is called "seeing" the bet.

When a player puts in that much and raises it, that is called seeing the bet and "going better".

When the bet goes around to the last bettor or player who remains in, if he does not wish to see and go better, he simply sees and "calls"; and then all players must show their hands, and the highest hand wins the pool.

When any one declines to see the bet, or the increase of bet which has been made, he "lays down" his hand; that is, throws it up with the cards face downward on the table. If all the other players throw down their hands, the one who remains in to the last wins, and takes the pool without showing his hand.

To "bluff" is to take the risk of betting high enough on a poor hand or a worthless one, to make all the other players lay down their hands without seeing or calling you.

When a hand is complete, so that the holder of it can play without drawing to better it, that is called a "pat" hand. A bold player will sometimes decline to draw any cards, and pretend to have a pat hand, and play it as such, when he has none.

A skillful player will watch and see what each player draws, the expression of the face, the circumstance and manner of betting, and judge, or try to judge, of the value

of each hand opposed to him accordingly.

No one is bound to answer the question, how many cards he drew, except the dealer; and the dealer is not bound to tell after the betting has begun.

Of Drawing.—If the player determines to draw to a pair, he draws three cards. If he draws to two pairs, he draws one card.

If he holds three to begin with he draws two cards, in order to have the best chance of making a full, inasmuch as, in playing, pairs are apt to run together. But to deceive his adversaries, and make them think he has nothing better than two pairs, a sharp player will often draw but one card to his threes.

It is advisable sometimes to keep an ace, or some other high card, as an outsider, with a small pair and draw two cards,—thus taking the chances of matching the high card, and so getting a good two pairs, or something better possibly while at the same time others may be deceived into believing that the player is drawing to threes.

When drawing to cards of the same suit to try to make a flush, or to cards of successive denominations to try to make a sequence, as many more cards are to be taken as will be needed to fill out the flush or the sequence. But it is seldom advisable to venture into a draw for either a flush or a sequence when more than one card is required to complete the hand.

When a player holds fours in his original hand, it is as good as it can be; and yet it is best to throw away the outside card, and draw one, because others may then think he is only drawing to two pairs, or for a flush or a sequence, and will not suspect the great value of the hand.

When one is in (as he ought seldom to be) without even so much as a pair, his choice must be either to discard four cards or three cards, and draw to the highest or two highest in the hand; or throw away the whole hand and draw five, or look content and serious, stand pat and bet high.

The player determining to try this last alternative on a worthless hand had generally better begin by raising when he goes in, or else nobody will be likely to believe in his pretended strong hand.

RELATIVE VALUE OF HANDS IN THEIR ORDER, BEGINNING WITH THE BEST.

1. A sequence flush; which is a sequence of five cards, and all of the same suit.

2. Fours; which is four of the five cards of the same denomination.

3. A full; which is a hand consisting of three cards of the same denomination and two of likewise equal denomination.

4. A flush; which is all five cards of the same suit.

5. A sequence; which is all five cards not the same suit, but all in sequence. (In computing the value of a sequence, an ace counts either as the highest or lowest card; that is below a deuce or above a king.)

6. Threes; which is three cards of the same denomination, but the other two of different denominations from each other.

7. Two pairs.

8. One pair.

9. When a hand has neither of the above, the count is by cards of highest value or denomination.

When parties opposed each hold a pair, the highest pair wins; and the same when each party holds threes or fours.

When each party holds two pairs, the highest pair of the two determines the relative value of their hands.

When each party holds a sequence, the hand commencing with the highest card in sequence wins; so also when two or more parties hold flushes against each other.

That full counts highest of which the three cards of the same denomination are highest. The two cards of the same denomination help only to constitute the full, but do not add to the value of the hand.

When hands are equal so far that each party holds a pair, or two pairs of exactly the same value, then the next highest card or cards in each hand must be compared with the next highest card or cards in the other hand to determine which wins.

In case of the highest hands (which very seldom occurs) being exactly equal, the pool is divided.

The main elements of success in the game are: (1) good luck; (2) good cards; (3) plenty of cheek; and (4) good temper.

LAWS OF POKER.

Though the Schenk rules are good, they require amplification, and to meet a new generation of players the following laws, which are the latest, are presented:

DEALING.

1. One card is thrown face up to each player. The lowest card deals. The ace is the lowest, the king is the highest.

2. Cards are shuffled in sight. Every player has a right to shuffle. The dealer shuffles last.

3. The player to the right of the dealer cuts.

4. One card at a time is given to each player, beginning at the left.

5. The deal goes to the left.

6. A pack with a faced card, when dealt, requires a new deal by the same dealer. Cards are reshuffled and cut as before.

7. When a card is faced in dealing, this turning of the card being due to the dealer, or any other player, whether by accident or not, the player must receive the card.

8. If two cards are exposed in the same way, as described in Rule 7, there must be a new deal.

9. If the dealer gives a player six cards or four cards, or more or less than five, a new deal is in order. It is a mis-deal. If all the players receive six or four cards each, it is a mis-deal.

10. No play can be made without the exact number of cards, which is five.

DISCARDING.

11. After the first five cards are dealt, players who remain in may discard up to five cards, and ask for as many new cards as they require. The discard begins at the age—the player at the left of the dealer. Every player must discard in his regular turn. The exact number of cards asked for is given. Once cards are thrown away they cannot be handled until the next deal.

12. Players cannot ask others what is the discard as to number, either before or after the draw. (Formerly the rule read that before the draw the question could be asked, but not after it. The dealer must announce his own discard.

13. When more cards are offered by the dealer than are

asked for by the discard, the player, on announcing that too many or not enough cards are dealt him, can decline taking them, and the dealer may correct the error. If, however, the player accepts the cards from the dealer, and looks at them, whether they be more or less than the regular number he should have, which is five, the player is ruled out of the game.

14. If, in asking for cards in the draw, one card is turned or shown, the latest accepted rule is that this card cannot be taken. The dealer takes the exposed card, puts it at the bottom of the pack, proceeds to give a card in order to the next players, and when through, then gives a card to the player whose card has been turned. If more than one card be turned in the draw, the rule is the same. (This rule, though often disputed, should be accepted.)

THE ANTE.

15. The player after the dealer must ante first, before the deal. He puts up any number of chips, not exceeding half the limit. To come in he has to double the ante, as the other players have to. The ante can never be more, when first put up, than half the limit.

16. When the cards are dealt, players who come in must double the ante.

17. The age comes in last, and makes his ante good or not, at his option.

RAISES.

18. After the Age, any player, in his turn, may raise. Any number of raises in turn are in order.

19. After the draw, any player who is in, commencing with the one to the left of the age, can raise.

20. The eldest hand, the age, comes in last. If the age declines making his blind good, notwithstanding this, the first player after him must bet first. The age never passes.

21. If a bet be raised by a player who is in his regular turn, the next player must see the bet or retire.

SHOWING HANDS.

22. A show of hands, putting them on the table, face up, is a rule never to be departed from when the call is made.

CALLING.

23. When a player bets more than any one else, within the limit, and no one calls or sees him, he wins.

ONCE OUT.

24. Once out of a game, a player can never enter again. (No foul hand can win under any circumstances.)

THE BLIND AND STRADDLE.

25. The age alone can make the blind. The next to the age can straddle. But the third player, after the age, cannot begin the straddle. The third player can straddle the straddler, always within the limit.

26. The straddler cannot make the straddle and raise at the same time. (There is no rule less observed than the one that the age never passes. This rule, No. 20, should be faithfully observed.)

RULES FOR THE JACK-POT.

27. Each player puts up as many chips as the one having the age.

28. The opening hand must have a pair Jacks or better.

30. If no player can come in, another chip is added by each player, and a second round begins.

30. After the opener to the left of him all of the players can come in providing they see the amount he bets.

31. The opening bet must be put up before the draw.

32. The opener makes the first bet.

33. The last person to bet is the player, who is to the right of the opener.

34. All raises as in poker are in regular order.

35. For an error in opening a jack-pot, the person having made the mistake retires from the game. The penalty for the mistake is for him to put up a jack-pot equal in chips to the one he has entered into in error.

36. In the case of an error of this kind, any other player, to the left of the putative opener, having a pair of jacks or better can open.

37. If the error is found after the cards have been drawn, and no hand has a pair of openers, that round of jack-pots is null and void.

38. A jack-pot cannot be opened by a player drawing for a straight or a flush. Any other player but the opener can draw for what he pleases. (See the explanations for this apparently arbitrary rule.)

(The laws governing the playing of the jack-pot require remodeling. This peculiar phase of poker is not old enough to have crystallized it into its concrete form. As it is

universally played, stringent rules should be adopted for it. Such rules as are presented are in accordance with those employed in New York city. The right to play the jack-pot at all is disputed by many players. The argument against it is that it is a diabolical invention of Kitty. It is true that the more frequent are jack-pots, the larger the earnings of the Kitty.)

All the rules of poker are made to prevent fraud. Every rule should be strictly adhered to.

VALUE OF THE HANDS AT POKER.

Singly each card possesses its ordinary value, as in whist.

No Pairs.—The lowest hand is one in which, in the five cards, there are no pairs, nor are the cards of the same suit, nor is there a sequence. Its value would depend on its highest card. Thus, one hand may contain a two of spades, a four of hearts, an eight of diamonds, a jack of clubs, and an ace of diamonds. This hand would be better than one which held only a king of diamonds as its highest card. It is not uncommon, even when betting is made on a false straight, that when one adversary calls the other no pair can be shown. Then the highest card wins. (See further on in regard to straights and flushes.)

One Pair.—The values of the cards being the same as in whist, a pair of threes, as the three of diamonds and the three of spades, is better than the deuce of diamonds or a deuce of spades, as a pair of aces are better than a pair of kings, or a pair of kings better than a pair of queens, or a pair of queens better than a pair of jacks. If each player, when two are engaged, has pairs which are alike, as say, each player has a pair of queens, the next highest card wins. Say the two players had each queens. In one hand is a jack, in the other a king. The hand with the queens and king would win. Occasionally this parity of hands may require the second or even the third card after the pair to decide on the value of the hand. One of the rarest things is to see the same cards held exactly by the two hands. This may occur, but never when threes, fulls, or fours are held. (Threes and fulls will be explained later.)

Two Pairs.—Two pairs beat a single pair. Of the two pairs the higher wins when pitted against any other two pairs. A pair of aces and a pair of deuces are better than

a pair of kings and a pair of queens. A pair of sixes and threes are better than a pair of fives and fours. If the two pairs are alike, then the single card left decides the value of the hand.

Threes or Triplets.—By three or triplets is meant that the player holds three cards of the same value, as three aces or three tens, or three deuces. The three highest win. There can be no similarity of hands in threes.

The Straight.—The straight, sometimes called a sequence, means that five cards are held which ascend in exact values. Thus, 1 , 2, 3, 4, 5, 6, 7, 8, 9, 10, are numerical sequences. The straight has no reference to color. A straight may be composed of the five of hearts, six of diamonds, seven of clubs, eight of spades, and nine of hearts. The ace, king, queen, jack, ten, irrespective of suits, is a straight. The ace, however, in a straight may change in value, for it may be taken as the beginning of the straight; thus, an ace, a deuce, three, four and five is a straight, but it is the lowest one; it would be beaten by a two, three, four, five and six. As in all valuations, the best or highest straight or sequence wins. A straight beginning with a nine and ending with a king is not as good as one commencing with a ten and ending with an ace. Two hands may hold straights of the same value; and when this happens the pool is divided between the two players holding the straights.

Flush.—When five cards of the same suit are held, this is a flush. Any five spades, or diamonds, or clubs, or hearts, is a flush. The hand holding the highest card in the flush wins. A two, three, four, five, headed by an ace of the same suit, is better than an eight, ten, jack, queen and king of the same suit. In the flush two hands may be made exactly of the same value; in this case the pool is divided.

The Full.—By the full is understood a hand which contains not only threes, but a pair. Thus, a full hand may be composed of three threes and two deuces, or three aces and two kings. Just like in two pairs, the higher threes decide in the value of the hand. Three fours and two twos are better than three threes and two aces. Two similar hands in a full do not exist.

Fours.—This is a rare hand to hold, and means that in

the five cards, four cards are of the same value. Thus, four deuces is a four, as are four aces. The highest fours win. There can be no similar hands in fours.

The Straight Flush.—This is the most unusual of all hands to hold, and is the highest in value. By a straight flush is meant that the five cards are not alone of the same suit, but have a regular numerical progression. It is not only a straight, but also a flush. Thus a two, three, four, five, six of spade is a straight flush, as is a ten, jack, queen, king and ace of clubs, or any other suit. Many games of poker may be played and a straight flush never seen. Two straight flushes of the same value may be made at the same time. It is within the possibility of cards, but players have rarely, if ever, seen this double event.

RECAPITULATION.

The value of cards in poker is in the following order:

1. No pairs. (Highest card wins.)
2. One Pair.
3. Two Pairs.
4. Threes or Triplets.
5. The Straight, or Sequence.
6. The Flush.
7. The Full.
8. Fours.
9. The Straight Flush.

HOW THE GAME IS PLAYED.

Poker is played with a full pack of 52 cards. The number of players should be limited to six. Five is the best number, but seven can play; but when seven play, as each player receives five cards, thirty-five cards have been dealt; and this only leaves seventeen cards. As every player has five cards dealt to him and has a right to draw five cards, there are not sufficient cards for this; and when seven play, recourse must be had to the discard. Now, as every rule in poker is devised as a protection against fraud, seven players should not be permitted.

TECHNICAL TERMS KNOWN IN POKER.

The Age.—Designation of the player whose place is after the dealer. The age never passes.

The Ante.—The bet made by the age, and applicable to any of the stakes put up in the game at the entrance of the players.

Blaze.—A hand which holds all the picture cards, an ace being considered as a court card. It beats two pairs. The blaze is rarely played, and should be ruled out.

Blind.—This is the stake put up by the age. He doubles it if he wishes to play. Not wanting to play, he abandons it. All the other players ante.

Call.—This term means that one player sees the bet of another, and will not advance the bet. Then the cards are shown. But it is only the last bettor, or the one nearest to the player to the right of the person who has raised, who can call, and so calling, no one else betting higher, this closes the game.

Chips.—Counters.

To Chip In.—To put counters on the table. Equivalent to entering into the game.

Discard.—To throw out cards from the hand first dealt.

Draw.—To take new cards.

Eldest Hand.—The player to the left of the dealer.

Filling.—To improve the hand by means of the cards drawn.

Freeze Out.—Five players each take the same number of cards and play until one of them has won all of the chips or counters. Those who lose are "frozen out."

Going Better.—When a player raises or bets an amount higher than the player to the right of him, he "raises."

Going In.—The elder hand makes his "blind good." That is, he accepts the wager of the rest, and adding more chips makes his blind good. Any one entering the game "goes in."

Going Out.—The reverse of the above.

Limit.—Before the game is commenced it is agreed that so many chips shall be the limit. Above this no bet can be made, but the amount of the limit in the betting may be made over and over again. No game ever should be played without a limit.

Making Good.—Putting up the number of chips any one else has bet.

Original Hand.—The first five cards dealt before the draw.

Pat Hand.—Is a hand as it is first dealt, by supposition only a perfect hand; as a straight, a flush, or a full. A pat hand may have nothing in it. "I play pat," means that the player does not want any cards in the draw.

Pass.—When a player does not come in at all, or gives up his hand after a raise, this is a pass.

The Pot.—All the chips on the table.

To See.—Is equivalent to calling a bet.

To Straddle.—To double the ante.

STRAIGHT POKER.

The 52 cards are used, and the rules of the game the same as in ordinary poker, with these exceptions. Deal passes to the person winning. Before playing, everybody puts up a chip. You can pass and come in again at your pleasure. The original cards are what you play with, and you do not draw. When nobody enters, the player to the left of the dealer makes a new round of cards. Bucks are often used for convenience, the elder hand putting in as many chips as there are players.

STUD POKER.

In dealing, five cards are given, as in poker. The first card is placed face down, the others with their faces up. Then a card or cards are drawn, which are not exposed. The raising and all else as in usual poker.

WHISKEY POKER.

This game begins by each player putting a chip in the pool. Hands as in poker are dealt, with one extra hand placed face downward on the table. This hand is called the widow. The elder hand has the choice of passing, or taking the five cards of the widow. If he passes, the hand after him has the privilege. If the widow is taken, the player puts face up on the table the hand he has originally held, and from this in rotation, the other hands take a card or the cards they want, replacing in the widow the cards they have taken from their own hands. When one player is satisfied with his hand, he intimates that he will close the game. Those after him and up to him are still entitled to take or exchange cards, until his place is reached. Then there is a show of hands, but no betting. The best hand wins. If the first player has a good hand, and decides to close the game, the widow may still be used or exchanged with the widow made as before described.

MISTIGRIS.

The Joker is used. The Joker makes fifty-three cards

in the pack. The Mistigris, in a player's hand, entitles him to increase the value of his hand. If he has a pair, holding the Mistigris makes them three. With threes, the Mistigris makes them fours. With two pairs it converts the hand into a full. It has all latitude, makes straights, flushes, etc. Sometimes its power is diminished, of course by agreement, as in a full, increasing only the lower pair. All else as in regular poker.

TIGER.

This is a dreadful innovation, but as it is occasionally played, we give it a place in this volume. The Tiger in a hand of poker is the very lowest combination of cards which can be held. Five cards, beginning with a seven and ending with a deuce, is a Tiger. Thus, seven, six, five, four, and deuce, and nothing else, is a Tiger. There must be no pair in it. It can be drawn for. It is supposed to be better than a straight, and not as good as a flush. A Tiger then, beats threes.

BILLIARD AND POOL PLAYING RULES.

AMERICAN, OR FOUR-BALL GAME.

The game is played with four balls and consists of 34 points.

Each Carom, whether on the two reds, or on the white and red, counts one. A Carom on the three balls counts two.

RULE I.—Whoever playing from within the string against the lower cushions can bring his ball nearest to the cushion at which he stands, is entitled to the choice of balls and the lead, provided that the player's ball in stringing, has not touched any other ball upon the table, in which case, he loses the choice.

RULE II.—In leading, the player's ball must be played with sufficient strength to pass below the deep-red ball, or he loses his choice; but it must not be played with so much strength as to repass the deep-red ball the second time, after having rebounded from the foot of the table. In the latter case, he looses his choice of balls and lead, if his opponent so decides it.

1st. The player who has the "lay-out" must play his ball so as to rest between the deep-red and the lower cushion.

The next player must hit the white ball before either of the reds, before he can count.

RULE III.—The penalty for a foul stroke is this: That a player cannot count any points he may have made by such stroke, and that his adversary is entitled to the next play. The following are among the strokes called foul:

1st. If either player uses his opponent's ball to play with, the stroke is foul; and, if successful, he cannot count, provided the error is found out before a second shot is made; but

2d. Should two or more strokes have been made previous to the discovery, the reckoning cannot be disturbed, and the player may continue his game with the same ball.

3d. If it be found that the players have changed balls during the game, and the change can be brought home to neither party in particular, the balls must be changed at the request of either player.

4th. If the striker plays while any of the balls are in motion, the stroke is foul.

5th. If, when in the act of taking aim, the player should touch the ball more than once with his cue the stroke is considered foul.

6th. Pushing the balls forward with the butt end of the cue is foul.

7th. If, when the red ball is forced off the table, the striker, before playing, does not see that said red ball is replaced upon its proper spot—supposing such spot to be unoccupied—the stroke he may make while the red ball is not in its proper place, is foul. But should the spot be covered by any other ball when the red is forced off, the red must remain off the table until its proper position is vacant, and all the balls cease rolling.

8th. If, when the player's ball is in hand, he does not cause it to pass the outside string, before passing any of the object-balls or cushion, the stroke is foul, and his opponent may choose whether he will play with the balls as they are, or have them replaced in their original positions, or cause the stroke to be played over a second time; or, should the player make a losing hazard under such circumstances, the penalty may be enforced; but playing at a ball whose base or point of contact with the table is outside of the string, is considered playing out of the string, and the

stroke is a fair one, even though the side which the cue-ball strikes is hanging over, and therefore within the string.

9th. If, after making a stroke, the player obstructs the free course of the balls upon the table, he becomes subject to the penalties of a foul stroke.

10th. If the player, with his ball in hand, plays at an object-ball that is exactly on the string, the stroke is foul, for a ball ON the string must be treated as if within it.

11th. If the striker, through stretching forward or otherwise, has not at least one foot on the floor while striking, the shot is foul, and no points can be reckoned.

12th. If a player should alter his stroke at the suggestion of his partner, in a double match, except where a special agreement is made that partners may advise, the altered stroke which he plays is foul.

13th. In the act of striking, if the player disturbs any of the balls on the table except his own, it is foul; and if claimed as such, he has a right to play for safety with his own ball only; but if he has made the stroke previous to the "foul" being claimed, he cannot then play for safety, but all the balls must remain as they are.

14th. Should a player, when his ball is in hand, place his ball outside the string and play, the stroke is foul.

RULE IV.—If the player fails to hit any of the balls upon the table with his own ball, he forfeits ONE, which must be added to his adversary's score.

1st. He forfeits ONE to his opponent, also, when he causes the ball to jump off the table or lodge on the top of the cushion, after having touched his opponent's ball.

2d. When his own ball jumps off the table, or lodges on the cushion, as before described, without either having touched any ball at all, or having touched the white or one or more red ones, the player forfeits ONE.

3d. Though the striker, when playing with the wrong ball, cannot count what points he may make, except in those cases mentioned, nevertheless, whatever forfeits he may incur while playing with the wrong ball, he is bound to pay, as if he had been playing with his own.

RULE V.—When the cue-ball is in contact with any other, the player can make no count unless he first plays away from the ball with which his own is in contact, and strikes another ball, OR THE CUSHION, first, without moving

the ball with which he is in contact.

RULE VI.—The player may protest against his adversary's standing in front of him, or in such close proximity as to disarrange his aim.

1st. Also, against loud talking or any other annoyance by his opponent, while he is making his play.

2d. Also, against being refused the use of the bridge, or any other of the instruments used in that room in playing, except where a special stipulation to the contrary was made before commencing the game.

3d. Or in case his adversary shall refuse to abide by the referee's, marker's, or company's decision on a disputed point, which it was agreed between them to submit to the referee, marker or company for arbitration. In any one or all of the foregoing cases, if the discourtesy be persisted in, the party aggrieved is at liberty to withdraw, and the game shall be considered as drawn.

RULE VII.—In any case where the positions of the balls have been altered by an accident over which the players have no control, the referee or marker must replace them as near as possible in the situation they would have occupied had they not been interrupted.

1st. When either or both of the red balls are forced off the table, it is the marker's duty to spot them before another stroke is played—except the spot appropriate to either be occupied by one of the playing balls, in which case the red one must be kept in hand until its position is uncovered.

2d. If after playing a ball, the player should attempt to obstruct or accelerate its progress, by striking it again, blowing at it, or any other means, his opponent may either play at the balls as they stand, or call upon the referee or marker to replace them in the position that they would otherwise have occupied.

3d. If the striker, in the act of taking aim, or otherwise, move his ball ever so little, it is a stroke, and should he strike the ball again, his opponent has the same option as in the preceding paragraph.

RULE VIII.—Every player must see to his own interest and exercise his own discretion. Contestants are not compelled to answer any question in reference to the position of the balls of each other on the table—all players being expected to use their own judgment in this matter.

1st. Each player should attend strictly to his own game, and never interfere with his adversary's, except when a foul stroke or some other violation of these rules may call a forfeiture.

RULE IX.—In a single game, no one, not even the marker, has a right to interfere with the play, or point out an error which either has been or is about to be committed. The player to whose prejudice the foul stroke is made must find out for himself, except in cases where a mutual agreement has been entered into to invest the umpire with such authority.

CUSHION CAROMS.

A cushion carom is, as the name implies, when the cushion is struck by the cue-ball at ANY TIME before EFFECTING A CAROM, either by striking the cushion before an object-ball, or by taking a cushion after contact with the latter ball.

A ball frozen to a cushion must be played at or away from that cushion to secure a carom. A doubt in the fairness of the stroke must be decided against the striker. A direct carom on balls, from a ball frozen to a cushion, is foul.

The making of a DIRECT carom first, and then, afterwards, a carom by cushion on EITHER ball, must be counted a fair cushion carom.

A doubtful stroke calling for a "close decision," must be given in favor of the doubt and against the striker, i. e., when it is difficult to say whether the cue-ball has struck a cushion before or after contact with the CAROM-BALL.

The rules of the Three ball Carom game govern cushion caroms except where they conflict with rules herein.

THREE-BALL FRENCH CAROM GAME.

RULES adopted by the Contestants in the World's Championship Tournament held in New York, Jan. 20th, to Feb. 7th, 1879.

The Management of The Brunswick-Balke-Collender Co.

The Three-ball Carom Game, is (as the name indicates) played with three balls, two white and one red. The billiard table has THREE spots in a line, dividing the table lengthwise, running from the centre of the head cushion to the centre of the foot cushion. One of those spots, cutting the line in two equal parts, is called the centre spot,

and the other two are situated half way between the centre spot and the head and foot cushions.

The spot at the head of the table is called the white spot, and the one at the foot of the table the red spot. The centre spot is only used when a ball forced off the table finds both red and white spots occupied. Therefore, should the white ball when forced off the table have its spot occupied, it would be placed on the red spot, or on the white spot if it be the red ball that is forced off the table.

In beginning the game the red ball and the white one are placed on their respective spots; the other white remains in hand, and is placed near the white spot previous to the opening stroke of the game.

The player can take any position within six inches of the white spot, on a line parallel, or nearly parallel, with the head cushion, but he must strike the red ball first before a count can be effected.

In playing the game the following Rules should be observed:

1.—The game is begun by stringing for lead, the player who brings his ball nearest to the cushion at the head of the table winning the choice of balls, and the right to play first, as in the American game. Should the player fail to count, his opponent then makes the next play, aiming at will at either ball on the table.

2.—A carom consists in hitting both object-balls with cue-ball in a fair and unobjectionable way. Each will count one for the player. A penalty of one shall also be counted against the player for every miss occurring during the game.

3.—A ball forced off the table is put back in its proper spot. Should the player's ball jump off the table after counting, the count is good; the ball is spotted, and the player plays from the spot.

4.—If, in playing a shot, the cue is not withdrawn from the cue-ball before the cue-ball comes in contact with the object-ball, the shot is foul, the player loses his count, and his hand is out.

5.—If the balls are disturbed accidentally, through the medium of any agency other than the player himself, they must be replaced by the referee, and the player allowed to proceed.

6.—If, in the act of playing, the player disturbs any ball other than his own, he cannot make a counting stroke, but he may play for safety. Should he disturb a ball after his hand is out and the ball so disturbed is by the referee placed back as nearly as possible in the position which it formerly occupied on the table, the other balls remaining where they stop.

7.—Should a player touch his own ball with the cue, or otherwise, previous to playing, it is foul, and counts one for his opponent, and the player cannot play for safety. It sometimes happens that the player, after having touched his ball, gives a second stroke, then the balls remain where they stop, or are by the referee replaced as nearly as possible in their former positions, at the option of the opponent.

8.—When the cue-ball is very near another, the player shall not play without warning his adversary that they do not touch, and giving him sufficient time to satisfy himself on that point.

9.—When the cue-ball is in contact with another, the balls are spotted, and the player plays with his ball in hand.

10.—Playing with the wrong ball is foul. However, should the player using the wrong ball play more than one shot with it, he shall be entitled to his score just the same as if he played with his own ball. As soon as his hand is out, the white balls must change places, and the game proceed as usual.

11.—In all the games for the J. M. Brunswick & Balke Emblem the crotch is barred. The object-balls shall be considered crotched whenever the centres of both lie within a 4½ inch square at either corner of the table. When the object-balls are so within said square, three counts only will be allowed, except one of the object-balls, or both, be forced out of it. In case of failure by the player his hand is out, and the next player goes on to play with the balls in position as left by last player.

12.—In this game no player is allowed to withdraw before the game is out; by so doing he forfeits the game. The decision of the referee is final, but it might happen under extraordinary circumstances, that one of the players should believe his rights to have been violated by the referee; in such a case he must declare the subject of his grievance,

and announce that he is playing the game out under protest. Then, should he lose the game, the subject of the grievance is left to the decision of experts mutually agreed upon.

13.—All touches, i. e., the watch chain, sleeve, hands, any part of the body, the point of the cue twice, shall be deemed a foul, and the striker to discontinue his play. It shall be the duty of the referee to carefully watch each stroke, and to decide no shots fair or foul except when appealed to.

WHEN PLAYED AS A FOUR-HANDED MATCH.

In a four-handed match—two playing in partnership against two—the foregoing rules of the single match must be substantially observed, with the following additions:

In this double match the player's partner is at liberty to warn him against playing with the wrong ball, but he must not give him any advice as to the most advantageous mode of play, etc., except it has been otherwise agreed before the opening of the game.

BALK-LINE GAME.

1.—The table shall be prepared by the introduction of four lines distinctly marked upon the cloth, eight inches from each cushion and extending from end to end and from side to side of the table. The game is played with three balls.

2.—The player winning the bank may require his antagonist's ball to be placed on the radius spot and take the lead himself or he may have his own ball spotted and require his opponent to open the game. The player opening the game may play from anywhere within a six-inch radius of which the spot at the head of the table is the base, but can make no count until his ball has hit the red before hitting the white. After the opening stroke, the striker plays at either ball from any position in which he may find his own, subject to the rules governing foul strokes in the three-ball French carom game of billiards, and the following special rules for this game:

1st. It is a foul if more than two successive shots are made on balls, both of which are within any one of the eight interdicted spaces. The only way in which more than that number can be made in succession is by sending one or both balls out and bringing them back again. Both balls being within the space, the striker can play once on them without send either out. The next stroke must send at

least one out. This process may be repeated ad libitum. Should the second stroke fail to send a ball out, it does not count. The striker's hand is out, and the next striker plays at the balls as he finds them.

2d. It is a foul to place marks of any kind on the cloth or cushions as a guide to play.

3d. It is a foul to practice a banking shot for the lead off upon the plea of testing the balls, which, until the moment of beginning, should not be hit with a cue, and after banking, should not again be hit with the cue until the opening stroke is made.

4th. It is a foul if the striker in making a shot is assisted by any other person in any way, save being handed the bridge or long cue, or having the chandelier pulled aside, etc., by the marker after he has requested the marker to do so.

5th. It is a foul against the non-striker, and the striker cannot make a count on the ensuing shot if the ball in play is lifted from the table, except it be unavoidable, in those cases in which it is provided that because of a foul or irregular strokes the ball should be transposed or replaced.

6th. In order to restrict delay or play for safety, it shall be optional for the non-striker, if his opponent makes a miss in each one of three successive innings, to accept or reject the third miss at his pleasure, and he may force his antagonist to hit at least one object-ball, and for this purpose the antagonist's ball shall be replaced by the referee. Should two balls be hit by this stroke, there shall be no count

3.—In the opening shot, and also whenever by a counting stroke, he has sent his ball off the table or lodged it on the cushion rail, and likewise whenever he elects to spot balls that are "fast," the striker is "in hand." The non-striker's ball never becomes "in hand."

PIN POOL.

This game is played with three balls, one red and two white.

1.—The red ball must be placed upon the spot at the foot of the table and one white ball on a spot five inches from the centre diamond at the foot of the table.

2.—The person drawing the No. 1 or smallest ball must play from the string at the head of the table.

3.—When a player makes a miss, or hits a pin before hitting the ball, the ball played with shall be spotted at the foot of the table. In case of there being a ball upon the spot at the foot of the table, the ball shall be spotted upon the spot nearest the same.

4.—Should a player make more than thirty-one he shall declare himself "bursted" before another stroke is made for the safety of the rest of the players.

5.—If a player neglects to claim the pool when he had made it, before the next play he must wait until his turn to play comes again, when he may declare pool; if another makes pool in the meantime, that other is entitled to it.

6.—Any number scored wrong upon the board, shall be corrected before the player whose score is wrong shall have played. If he neglects to correct such mistake before he plays, it shall stand as scored upon the board.

7.—Should a player play out of his turn, he cannot count the pins made by such a stroke; if he makes pins enough to burst him, it is his own loss,—provided that he was not called on to play; in such case he cannot lose by it, and any count made by such stroke is null. He whose turn it was to play, when the other played out or turn, plays next in order.

8.—Should a player, in the act of striking a ball, or playing, knock down pins, otherwise than with the ball played or balls played at, he is not entitled to such pins, or any others he may make by the same stroke.

9.—Should a player, in the act of playing, touch the ball with the cue before the stroke is made, it shall be declared a miss, and the ball spotted.

10.—The player is not entitled to any pins knocked down, unless his tally ball be placed in its proper place in the board.

11.—Should a ball roll against a pin, and cause it to lean over, and off the spot, the pin, whether down or up, must count as down.

12.—Should a ball stop on any of the spots intended for the pins, such pins are to remain off the table until the spots so occupied become vacant, provided such pin or pins be down.

13.—Any pin knocked down by jarring the table, blowing upon the ball, or altering or intercepting its course in running, does not count, nor is the player entitled to any

pin or pins that may be made by any ball (though not interfered with) during the same play.

14.—If a player, at one stroke, should knock down the four outside pins, and leave the centre pin standing, it shall be counted as thirty-one, and the player making the stroke wins the pool.

15.—Players having bursted, can claim "privilege" as often as they burst. The player draws a new private ball, and has then the option either of keeping that which he originally drew, or adopting the new one then drawn, but he must return one of the other.

16.—If the balls are touching each other or "frozen," the players can play with either of the balls so in contact, straight at the pins, without touching another ball, and any count so made is good, except when the play conflicts with Rules 10 and 13.

17.—If a pin remains standing upright, although it may be moved partly off the spot, it is up, but must be replaced on the spot before the next play, unless a ball may stand so as to prevent it.

18.—All other contingencies not herein provided for, are to be referred to the game-keeper, whose decision shall be final.

PYRAMID POOL.

THE EXPERTS NEW CHAMPIONSHIP RULES.

The game of Pyramid Fifteen-Ball Pool is often played with fifteen object-balls and one white ball not numbered. The latter is the cue-ball, and each player plays with it as he finds it on the table, or from behind the string if it be in hand. The fifteen balls are numbered from one to fifteen respectively, and are all of one color (usually red). Before commencing the game these fifteen balls are placed in the form of a triangle upon the table, a triangular frame being used for this purpose to insure correctness. The triangle is so placed that the apex rests upon the deep red spot pointing toward the head of the table. Each player is to pocket as many balls as he can, and he who first scores eight balls wins the game. The numbers on the balls are simply used for convenience in "calling" the balls and do not in any way affect the score of the players.

RULES GOVERNING THE GAME.

FIRST. The lead shall be determined by banking, but when a series of games is to be played, the players may agree beforehand to lead alternately. The winner of the lead may either play first himself from within the string or oblige his opponent to do so.

SECOND. All strokes must be made within the point of the cue; otherwise they are foul.

THIRD. A player who first makes eight balls wins the game.

FOURTH. A player shall forfeit one ball for making a miss, pocketing his own ball or forcing his own ball off the table. Should a player having no ball to his credit incur a forfeit, the first ball he scores thereafter shall be at once placed upon the table as provided in rule fifth.

FIFTH. If a player pockets one or more of the object-balls and his own ball goes into a pocket or off the table he cannot score for the numbered balls which must be placed upon the deep-red spot; or if that be occupied, as nearly below it as possible.

SIXTH. When the cue-ball is in hand, the player must play from within the string: and he is not entitled to play at any ball which is not outside the string. Should none of the balls be outside, that ball which is nearest outside the string must be spotted on the deep-red spot, and the player must play for it.

SEVENTH. Should the striker touch the cue-ball in any way except with the point of his cue, the stroke is foul and he forfeits one ball. Should he touch the cue-ball with the point of his cue, and the cue-ball fail to touch an object-ball. he forfeits one ball. Should the player disturb an object-ball, the object-ball must be replaced by the maker in its original position, and the player loses his hand and forfeits one ball.

EIGHTH. Should the player strike the cue-ball twice it is foul; he forfeits one ball and loses his hand, and the balls (if any) disturbed in consequence of the second stroke are to be placed in their former position.

NINTH. Should a player play out of his turn, it is f[illegible] and the balls must be replaced in their former positions, and he whose turn it is to play, plays.

TENTH. But should a player playing out of his turn make more than one stroke before being checked, the

strokes so made are fair, and he is entitled to any balls he may have made, and to continue his play until his hand is out.

ELEVENTH. Should any ball or balls on the table be disturbed by any other person or cause than the player, they must be replaced by the marker as nearly as possible in their former position, and the player must continue.

TWELFTH. Previous to making a shot, the player must distinctly call out the number of the ball which he intends to pocket, and designate the particular pocket into which he intends to put it. Should he by the same stroke pocket one or more of the other balls, the pocketed balls must be placed on the the spot so provided in rule fifth. Should he pocket a ball without calling its number or designating the pocket into which he intends to put it, the ball or balls which he may so pocket are to be spotted as provided in rule fifth.

THIRTEENTH. Should a player pocket a ball fairly, after having called the ball and designated the pocket, and afterwards touch or disturb any other ball on the table, he is entitled to the pocketed ball; but he loses his hand and forfeits one ball, according to rule seventh.

FOURTEENTH. Should a player strike a ball and fail either to drive it to a cushion or make his own ball go to a cushion after coming in contact with an object-ball, it shall be adjudged a miss, and he forfeits one ball. Should he make three such misses consecutively, he shall be adjudged loser of the game.

FIFTEENTH. Should a player fail to strike a ball in making a stroke, he forfeits one ball as provided in rule fourth. Should two such failures be made successively, the player so missing shall forfeit the game; or should he, after making one such miss fail to make an object-ball strike a cushion, or the cue-ball strike a cushion after its contact with the object-ball, he loses the game.

SIXTEENTH. Push shots are allowed; that is, it is not necessary to withdraw the cue from the cue-ball before the latter touches an object-ball. When the cue-ball is in contact with another ball, the player may play directly on the ball with which it is in contact.

SEVENTEENTH. No player is allowed to withdraw before the game is played out; by so doing, he forfeits the game.

FIFTEEN-BALL POOL.

The fifteen numbered balls are placed in a form of a triangle upon the table. Each player is to pocket as many balls as he can, the number of each ball pocketed being scored to his credit, so that not he who pockets the largest number of balls, but he whose hazards, when added up, yield the largest total, will win the game.

There is only one cue-ball (the white) used, each player playing with it as he finds it on the table, or from behind the string if it be in hand. The following are the rules:

1.—The player plays from behind the string, as in the ordinary game, and may miss if he likes; but the miss, and all misses at this game, will score three against him. The other players follow him in their order of rotation.

2.—The player may use the mace (not the butt of the cue), and jam his own ball against the others, not being obliged to withdraw the mace before the cue-ball comes in contact with the object-ball.

3.—As the sum total of the figures on the fifteen balls amounts to one hundred and twenty, of which sixty-one is more than half, whoever makes the latter number first is winner; but if one player has a forfeit of three points against him for any cause, and the other player scores fifty-nine, the one having fifty-nine points wins the game.

4.—Three points are deducted from a player's score for making a miss or a losing hazard, or forcing the cue-ball off the table.

5.—If a player pockets one or more of the object-balls and his own ball at the same time, he cannot score, and the numbered balls must be placed on the spot, or in a line behind it, if the spot be occupied; and he forfeits three for his losing hazard.

6.—A hazard is good in this game, even when the cue and object-balls are in contact.

7.—A player, when the cue-ball is in hand, may play from any place within the string at any object-ball outside it.

8.—Should none of the object-balls be outside, he may spot that which is nearest out of the string on the deep-red spot and play accordingly.

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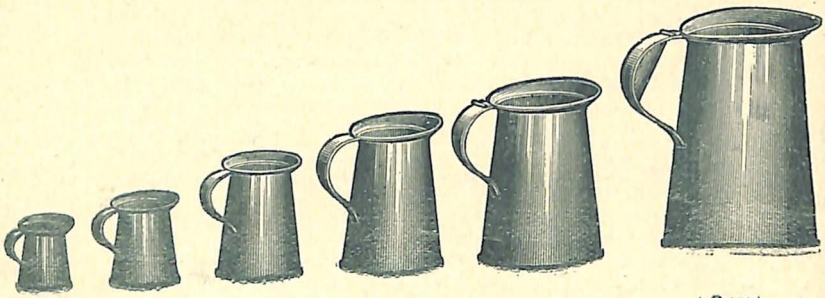

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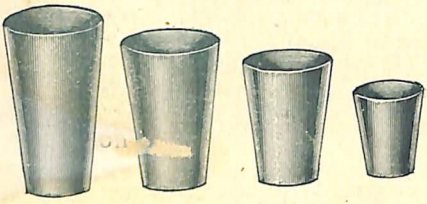

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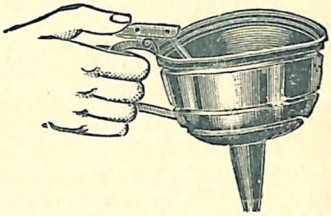

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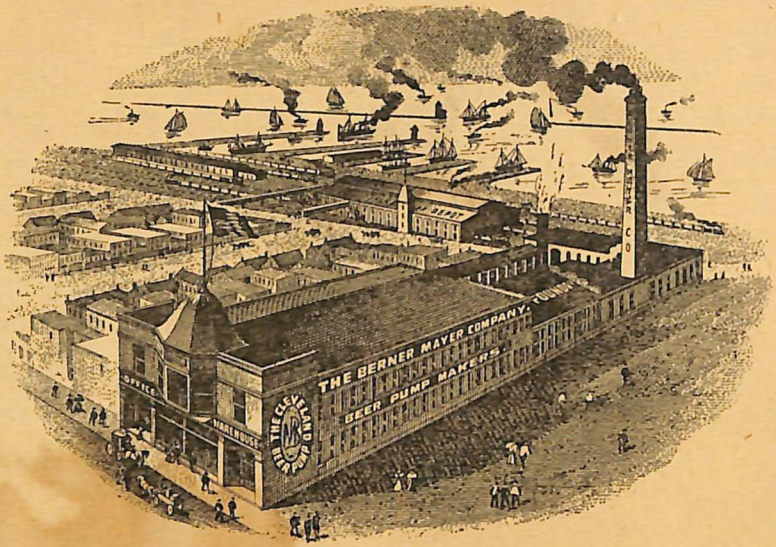
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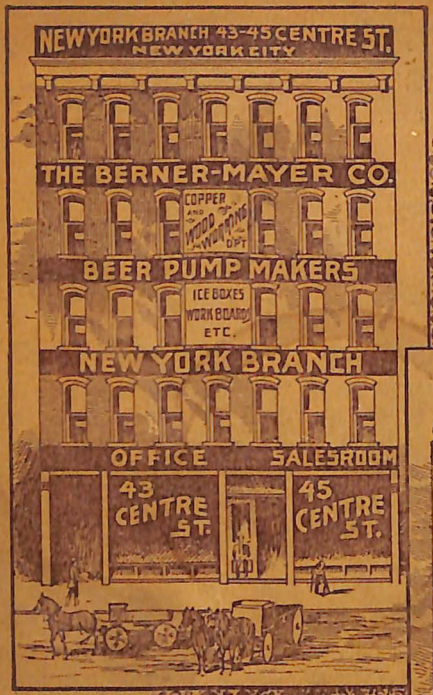
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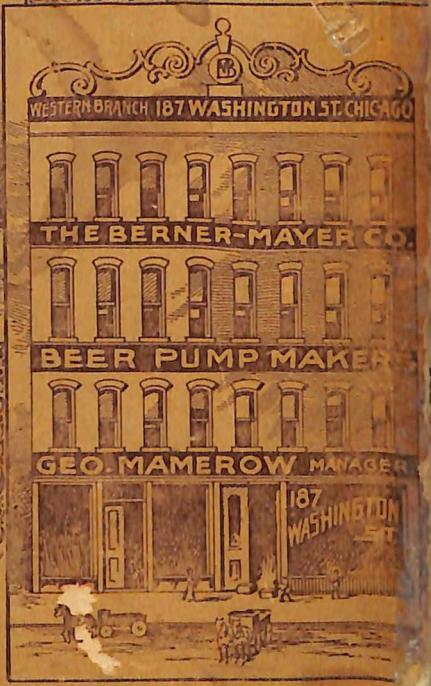
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